

Dear sir,

I have submitted a program for astrocade or bally basic. It will help with making a Dungeons and Dragons fantasy adventure game. It rolls a character and the dice.

Instructions

when run, this program will look something like this-
input a 1 or 2 for choice.

SELECT ONE
1. MAKE A CHARACTER
2. ROLL DICE

~~INPUT~~ CHOICE

if 2 is pressed, screen will look like this-

SELECT ONE

1. 4-SIDED
2. 6-SIDED
3. 8-SIDED
4. 10-SIDED
5. 12-SIDED
6. 20-SIDED
7. PERCENTAGE

enter the number
of your choice.
the computer then
"rolls the dice".

Your reader

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AGE 13

FOR
AB
OR
BB

DUNGEONS & DRAGONS CHARACTER MAKER & DICE ROLLER

BY DAVID
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5 CLEAR; NT=0; C=175
10 PRINT "SELECT ONE"; PRINT; PRINT "1. MAKE A CHARECTER"
15 PRINT "2. ROLL DICE"; PRINT; INPUT "CHOICE"; A
20 IF A=1 GOTO 120
25 IF A=2 GOTO 65
30 D=RND(4); RETURN
35 D=RND(6); RETURN
40 D=RND(8); RETURN
45 D=RND(10); RETURN
50 D=RND(12); RETURN
55 D=RND(20); RETURN
60 D=RND(100); RETURN
65 CLEAR; PRINT "SELECT ONE"; PRINT
70 PRINT "1. 4-SIDED"; PRINT "2. 6-SIDED"; PRINT "3. 8-SIDED"
75 PRINT "4. 10-SIDED"; PRINT "5. 12-SIDED"; PRINT "6. 20-SIDED"; PRINT "7. PERCENT"
80 INPUT B; IF B=1 GOSUB 30; PRINT D; GOTO C
85 IF B=2 GOSUB 35; PRINT D; GOTO C
90 IF B=3 GOSUB 40; PRINT D; GOTO C
95 IF B=4 GOSUB 45; PRINT D; GOTO C
100 IF B=5 GOSUB 50; PRINT D; GOTO C
105 IF B=6 GOSUB 55; PRINT D; GOTO C
110 IF B=7 GOSUB 60; PRINT D; GOTO C
120 CLEAR; FOR X=1 TO 7; GOSUB 180
130 IF X=1 PRINT "STR-"; D
135 IF X=2 PRINT "INT-"; D
140 IF X=3 PRINT "WIS-"; D
145 IF X=4 PRINT "DEX-"; D
150 IF X=5 PRINT "CON-"; D
160 IF X=6 PRINT "CHR-"; D
165 IF X=7 PRINT "MONEY-"; D * 10
170 NEXT X
175 PRINT; PRINT "PRESS ANY KEY..."; Z=KP; RUN
180 L=RND(6); M=RND(6); N=RND(6); D=L+M+N; RETURN
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random
dice
roller

sets
random
values
for these
statements
X=1 to 7